

You step into the ring,
sweat streams down your forehead,
the bell has sounded and you face
the most feared fighters in the world . . .



KING JASON



DYNAMITE JOE



THE DETROIT KID



KIM HANS



THE INFAMOUS
FERNANDO GOMEZ!

You Jab!
You Duck!
You Swing!

But can you make the ...



FINAL BLOW!

A Dedicated Upright Game from . . .

ROMSTAR[®], INC.

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How to Play

This is a game for one or two players. Press the 2P button for two players.

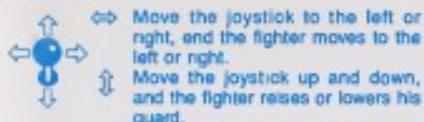
Outline of the Game

• This is a heavyweight boxing game in which you the player select your favorite fighter from among five. Your fighter then accepts challenges from each of the remaining four fighters.

• When the player beats all four fighters controlled by the CPU, he becomes the champion and the game is over. When there are two players, the bouts can be played continuously for as long as the loser continues playing.

Control Method

• Joystick



The player can choose between a head guard (up) or a stomach guard (down). A punch can be thrown to the head from the head guard position, and to the stomach from the stomach guard position.

Bend backward to dodge a punch by shifting the joystick in the opposite direction to that in which the fighter is facing.

Buttons



Strong when both buttons are pressed simultaneously

• Of the three buttons, the two on the left are punch buttons.



• The stronger a punch, the longer its distance and the greater its impact.

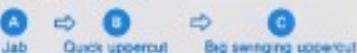
• A "Weak" punch can be thrown while a fighter is moving.

• A combination of uppercut and hook can be delivered using the joystick.

• With the joystick up,



• With joystick down,



• The button on the right controls ducking.

• If an opponent makes a head attack, it can be dodged by well-timed use of the ducking button.

OPTION SWITCH SETTINGS

The following option switch settings were designed to allow the customizing of FINAL BLOWS various game features to suit different environments. If used wisely, the flexibility they offer can maximize game performance and increase potential earnings.

DIP SWITCH BANK B

SETTINGS	POSITION	1	2	3	4	5	6	7	8
GAME DIFFICULTY	* B = MEDIUM A = EASY ** C = HARD D = HARDER	OFF ON OFF ON	OFF ON ON ON						
NONE	MUST REMAIN IN "OFF" POSITION	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF

* = FACTORY RECOMMENDED SETTINGS

** = IF IT GOES INTO A GOOD PLAYER'S LOCATION, PLEASE SET GAME DIFFICULTY TO HARD. IF IT GOES INTO AN AVERAGE PLAYER'S LOCATION PLEASE SET GAME DIFFICULTY TO MEDIUM.